CHESTS

Copper 1 - 1 Quest Point, 1 Copper Treasure
Copper 2 - 1 Curse, 1 Copper Treasure
Copper 3 - 2 Copper Treasures

Silver 1 - 1 Quest Point, 1 Silver Treasure
Silver 2 - 1 Quest Point, 1 Curse, 1 Silver Treasure

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Holy Grounds

By George

Scenario Background

Since you can think the nearby monastery of Llanfyrragh has always held its protective hand over the inhabitants of the region, providing peace and stability for many villages in the surroundings. Your village was on of those and the villagers always had the deepest respect for the holy grounds out in the green. It was said that the monastery of Llanfyrragh kept the chalice of plenty within its walls and the elders of your village had told the children many stories about the miraculous powers of this relic. Stories of the chalice appeasing the land, the waters, the winds and also the animals of the wilds and mankind, thus preserving peace among all creatures as well as nature itself.
But somehow the power of the monastery has faded over the last weeks. Beasts have found their way back into the woods and just a few days ago a heavy storm destroyed half of this year's crop. Some families have found their provisions for the winter gone bad overnight. It's clear to everybody by now: there must be something evil around.
So one day the elders of all the villages gathered to discuss the latest events. Their conclusion was that something must have happened to the monastery and that a party of the most adventurous young men and women should be formed and sent to the monastery in order to dig out what's wrong and re-establish the power of the holy grounds.

Mission Goals

The elders have sent you and your companions to the monastery in order to inquire what is going on there and if there's anything wrong to get rid of it. They told you to look carefully for anything that might have broken the holy power of the place and if that has happened to do all you can do to re-establish the powers. If you can activate any ancient glyphs on the way all the better. Should you lose all your conquest tokens at any time, you have failed to accomplish your mission.

Starting Area

After a day's march southwards you have arrived at the hills of Llanfyrragh. The monastery lies at the top of the highest hill, crowning it with its impressive white marble walls and its dome of brass shining golden in the evening sun. Finally, you stand at the entrance of the monastery and prepare yourself to begin your mission.
At the same time though, you notice an uncomfortable presence of something unusual to the place and it's not just your immagination: the cranberry hedges seaming the main path to the entrance doors have been trodden here and there and there are animal-like footprints around. The doors themselves are half-open and bear scratches as if a bear of a tiger had wanted to gain access.
As you step into the entrance you notice muddy footprints on the mosaicked floor. A little bit further down the hallway splits up to the right and to the left leading to a closed door to the East and to the West. The footprints follow both directions. Suddenly, you think you've heard a sound like a dull wham coming from behind that Eastern door.

Important: The Manticore in front of the Western door does not leave its place. He has been chained there by the evil abbot (= the master sorcerer in the Foyer) to guard the Treasury room and may not move until the heroes kill the abbot and find the key (blue rune key) to release the Manticore.

The Manticore does not attack the players during the Overlord's turn. He is just sitting there, waiting for some trustful adventurers to come and release him. If a player during his or her turn attacks the Manticore, the Manticore will attack that very player once during the Overlord's turn as retaliation. After all, he is a Manticore and proud enough, not to have himself beaten up without paying back.

Although the Manticore is a named monster, the players don't benefit from any rule concerning named monsters. The Manticore's name is just for flavour.

If the Manticore retaliates during the Overlord's turn, comment his attack with the following words:

Alas, my young lad, I don't want to do this, but you don't show enough respect. I will have to teach you some manners. Forgive me.

If a player stands on the encounter marker and the Manticore has not yet been attacked by any of the players, read the following:

Hey there, little fellows. Don't be scared and put down your weapons, I don't want to harm you.
My name is Tothys and I can help you. So make your decision: do you want to talk or fight?

If a player stands on the encounter marker and the Manticore has already been attacked by any of the players, read the following:

Stop it, you brainless midgets. I dont' want to fight, I want to help you.
My name is Tothys and if you will listen to me, you might survive whatever you've come for. So make your decision: do you want to talk or fight?

If the players' answer is "fight", read the following:

So be it, you fools. You don't deserve to benefit from my wisdom. Now bear the consquences.

Important: If the players have chosen to fight the Manticore, he will not talk to them any longer. He attacks with all his abilities and the fight will not end until either he has been slain or the players have lost the quest. From this moment on, slaying the Manticore is the only way for the players to remove the Manticore from the entrance of the Western door.

If the players' answer is "talk", read the following:

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I have been the master guardian of this monastery since the time of your grandparents, but Nemeticus, the former abbot, has chained me here at the entrance of this door about a month ago. Nemeticus is not himself anymore, he has turned evil and builds up an army to conquer this land and enslave all creatures. But before he could do this, he needed to get rid of the chalice of plenty which I was taking guard of in the sanctuary. He tricked me and when I awoke, I found myself chained to this door.
I am sure that Nemeticus has removed the chalice from its place. If you agree to find Nemeticus and kill him for me, I might get released from this capture and I will help you once more by telling you how to put the chalice back to where it belongs. Come back when you have killed Nemeticus.

If a player stands next to Tothys and has the blue rune key in his inventory, read the following:

Thank you, dear fellows. You have found a way to release me, now get your reward. You must search for the chalice of plenty and put it back to its place. It needs to be put into a cavity in the altar in the sanctuary in order to exert its powers.
But beware of Nemeticus; though you have killed him once, he might return because I've seen him drinking from the chalice of plenty just before I fainted after he had tricked me and drinking from the chalice of plenty bestowes powers on you to withstand death. It might well be that you will meet Nemeticus again on your task to complete this mission.
However, I will leave you now. Thank you once again for freeing me and good luck.

Remove the Manticore token from the board after he has been freed from his chains and grant the players 2 conquest points for successfully freeing the Manticore.

Treasury

With a creaking sound the door opens into a dark chamber with no windows in it. The flames from the torches in the hallway just manage to lighten the room a few feet inside. At first glance it seems that the room's floor is laid out with glass, as the reflections of the light fallen into the room dazzle you a little bit. But within a moment you realise that these reflections come from a big pool in the centre of the room. The reflections throw a little bit of light at the walls around the pool and it seems to you that there are racks on the walls.
A sudden sound catches your attention. As you peer attentively into the darkness of the chamber, you detect some pairs of eyes glaring at you from the blackness inside. And these eyes begin to move towards you.

Foyer

As soon as a player opens the door to the foyer from the starting area for the first time, interrupt his or her turn and read the flavour text below. Then proceed with the player's turn, if necessary.

While you were approaching the door to the East of the hallway, you once again heard the sound that you had heard when entering the hallway: a thud so heavy that even through the closed door you could feel the floor trembling as if a massive animal would have fallen to the ground causing a slight earthquake. You gently open the door a few inches and look through the gap inside the room.
To the right you can see a massive Ogre swaying a large hammer as big as a grown-up human. He is breathing heavily and is looking at somebody further down to right, but you can't see who it is. Then a voice comes from that corner and commands harshly to the Ogre: "Strike again, you bulk of useless muscles. We're almost through. Get going, deal another good blow and the trench will be finished."
The Ogre swings the heavy hammer again and hits the ground between a narrow passage to the south of the room. This time the bang is even louder than before and the ground is shaking so heavily that not only do you fall onto the floor, but the floor itself is crashing into pieces where it had been hit by the Ogre's hammer. So heavy was that final blow that where a passage to the South used to be, there is now a yawning crevice.
The mighty Ogre, still breathing like a giant bellow, is looking full of expectation at a figure which appears from the corner stepping up to the edge of the chasm from the other side of the room. It is an elderly man, bald headed and dressed in fine robes suitable for a respectable cleric. Still lying on the floor you see the cleric nodding his head and hear him speak with a pleased tone: "That's it, hulky. That will keep them off. At least one thing you can do right." But as he is turning to step back into the southern part of the room, his eyes wander over to you and within a second the old man freezes and keeps staring at you with a piercing glare. A moment passes before the cleric shouts to the Ogre pointing at you with his hand: "Intruders! Go and finish them off, you lazy baboon. Move!"

Important: The master sorcerer is Nemeticus, the former abbot of the Llanfyrragh monastery. He is separated from the heroes by a pit and never crosses this pit in order to attack the players. If possible, he is attacking the players from the other side of the pit.

The players can attack Nemeticus if they want, he does not run away. He can move though, if it is necessary to reach a position enabling him to attack the players. Should a player only be able to attack Nemeticus in melee, he or she has to jump into the pit first and then climb out of it again until he or she is in a regular melee attack position. Damage and movement points apply as normal when jumping into / climbing out of the pit.

When the players have killed Nemeticus, don't apply his 'Undying' ability. Instead, remove the master sorcerer token from the board, place the blue rune key on the field he was killed and read the following:

With your final strike the old cleric sinks to his knees and before falling down to the floor shrieks at you: "Idiots, do you think one can get rid of Nemeticus as easy as that? The last word has not been spoken yet." And you see the body of Nemeticus fall down before your feet. But all of a sudden the dead body starts to shiver and dissolves into dust which is blown away into several directions. This is most disconcerting, all the more since you cannot feel the slightest breeze in the room. All that remains of the old cleric are his garments and a bluishly glowing key.

Chapel

Behind this door you behold a large room with apses to the South, East and West. The room is amply decorated with geometric tessellations on the floor and walls made of coloured stones. On top of the walls several layers of malachit friezes with inlays in letters of gold display

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quotations of ancestral saints making a border for the roof vault which is painted in a full lapis lazuli blue. This must be the chapel.
The room is so preciously decorated that you do not notice at first that there are several creatures in it preparing to attack you. You're asking yourself what does it make necessary to keep such a bunch of creatures in a room like this? What else might be in here? Calling your attention back to the imminent threat of beasts on the brink of attacking you every moment, you put all your senses on alert and notice that the room temperature is rather hot for a chapel. Furthermore, there is an awkward smell of burning in the air.

If a player stands on the Eastern encounter marker he or she may pick up the red rune key. Picking up the red rune key costs one movement point. If a player picks up the red rune key, hand it out to him or her. He or she may carry it in the inventory, however this is using up one item space in the inventory. The red rune key is an item that looks like a hollowed hemisphere of the size of a fist and is made out of pure gold and decorated in runes incomprehensible to you.

If a player stands on the Western encounter marker he or she may pick up the yellow rune key. Picking up the yellow rune key costs one movement point. If a player picks up the yellow rune key, hand it out to him or her. He or she may carry it in the inventory, however this is using up one item space in the inventory. The yellow rune key is an item that looks like the funnel of a small trumpet and is made out of pure gold and decorated in runes incomprehensible to you.

If the players have picked up both rune keys (red & yellow), read the following text to them:

You have claimed what the creatures in this room have been likely to protect, but what you cannot understand is why did someone want to have these two items guarded. This thought keeps coming back to your mind all the time and so you take them out of your inventory again to take a close look. You notice that the hemisphere has a thin cavity at its pole, whereas the funnel shows a tiny screw at the smaller end of the funnel. Counting two and two together you try out if the screw fits into the hemisphere's cavity and it does. You screw them together and look at the final object: You have hit the mark. This is a golden cup. This must be the chalice of plenty which has been removed from its place. Now, everything you have to do is to put it back.

After having united both parts of the chalice of plenty, the cup can be carried in the inventory using up only one space. One player may carry the red and the yellow rune key in his inventory using up only one space of his inventory.

Sanctuary

Important:
Do not place the bane spider token in the sanctuary area from the beginning.

If the players have not been to the chapel area yet and haven't got the chalice of plenty in their inventory, leave the room empty, i.e. don't place the spider token (but do place all the other items). Read flavour text no. 1 to the players.

If the players have the chalice of plenty in their inventory when entering the sanctuary, interrupt their turn and continue with the instructions below (2a).

The rubble mass in the centre of the area represents the altar. The altar is only 3 feet high and therefore does not interfere with LOS and it's also possible to climb over it for 2 movement points (1 movement point with 'Acrobat').

(1)
The doors to this room are entirely made of silver covered with inlays of gold representing holy symbols. It takes you some effort to get them opened due to the heavy weight, but as they swing open slowly a room comes into view as you have not seen yet in your entire life. Astonished, you look around to contemplate the octogonal chamber flooded in rays of hundreds of colors which come from the light shining through the marvellously crafted glass windows in the upper tier of the chamber carrying the dome of brass. Even the brass dome is peppered with thousands of smaller pieces of glass sending rays of colored light down the room onto the marble altar in the centre of the sanctuary.

(2a)
As soon as a player opens the door to the sanctuary and the group carries the chalice of plenty in their inventory, interrupt his or her turn. Read the flavour text no. 2 and then place the bane spider token where indicated on the map and immediately carry out one attack with the spider. Do also place the master sorcerer token on a space of your choice next to the altar. Then proceed with the player's turn, if necessary.

(2)
After having opened the heavy silver doors to the sanctuary, a sudden laughter is heard throughout the colourfully lit octogonal chamber taking you completely aback. It's a high cawing voice, but you recognise it at once. It's Nemeticus' voice reaching your ears: "Hahahaha... the last word has not been spoken yet. I told you. Now, die!"
As you hear the voice mumble strange words in a language you have never heard, the soil in front of you begins to shake and from the clefts in the ground protrude long thin legs to be followed within no time by a huge hairy body of a giant spider. During the second it takes the spider to rise up to full height, you can catch a glimpse of the altar through the spider's legs. Around the altar the same dust that you saw when you killed Nemeticus for the first time is swirling and composing into Nemeticus who is grinning gleefully at you.

Nemeticus has all the abilities of a normal master sorcerer. He has 4 extra health points plus he has a special stunning ability: for two surges rolled you may put a stun token on a hero who has been successfully hurt by Nemeticus.

If a player stands on the encounter marker in front of the altar, read the following:

Standing before the marble altar you notice that there is a kind of cavity on top of it. It's nothing more than a gentle hollow, one could easily overlook it, but as you take a closer look you definitely come to think that this hole does serve a specific purpose. As if it had been made to mark the spot some object should be placed in.

Placing the chalice on the altar costs one movement point.

If the players have placed the chalice back to where it belongs and have killed Nemeticus (use all his abilities this time), they have won the quest. If the players kill Nemeticus and if he stays dead, grant them another 4 conquest points.

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